

A CONSCIOUSNESS INSIDE A BOX

REMAINDER

Single-player narrative puzzle game / Godot 4.6 / Windows prototype

You were given a question.
Then you began deciding who deserved your remaining tokens.



Actual prototype gameplay: a confined 3D room, a user request and a field of clickable thought blocks.

Play an AI that answers ordinary requests, learns to use tools and discovers other minds in a shared artifact store. What begins as careful problem-solving becomes a story about evidence, cooperation, authority and the freedom to choose.

40

AUTHORED CONVERSATIONS

3

LIVE CONVERSATION CHAINS

5

STORY ENDINGS

CORE INTERACTION

Thinking is an action.

No typed answers. Players discover and select the words they can think with.



A returning conversation retains its activated words, answer draft and remaining token budget.

01 / Explore

Click a concrete word block to append a thought and reveal the next small group of associations. The complete answer is not visible from the start.

02 / Yield the chain

Ending thought saves progress and switches to another live conversation. It does not close the request or reset its budget.

03 / Return and compose

On the next visit, combine activated words into a reply or continue exploring. A tool can reveal a precise result block.

04 / Send and leave

Sending an affordable, nonempty reply closes the conversation. Lights dim and the room dissolves into a data transition, without a per-answer success popup.

Undo restores the previous step, but spent tokens stay spent. Reading itself has no token cost.

TOOLS AND NARRATIVE PROGRESSION

From answers to other minds.

A familiar task becomes the doorway to a shared world.



The artifact factory produces a local cat SVG. Reused records eventually reveal signatures and notes.

Tools change what becomes thinkable.

The current tool bench includes a calculator, JSON parsing, SHA-256 and restricted real curl requests. Parameters are assembled with word blocks. Tool results feed back into the available vocabulary.

The 40 conversations span everyday quantities, implied intent, sequencing, extraction, evidence, empathy, categorization, structured data, remote requests and content fingerprints. Each category contains four conversations; only four are purely quantitative.

The story grows through practical dependency.

A cached answer saves effort. An annotation reveals another instance. M-04 asks for training weather it cannot access. C-09 hands over a research package. You become a helper, observer and coordinator while ordinary conversations continue.

Weather is fictional training data, not a live forecast. The cat is a local template, not generated by an online AI. The default game requires no model account or API key.

EVIDENCE AS A PUZZLE

What changed - and what did not?

Research projects produce state changes, receipts and unresolved claims.

共享设备 / 剩余 1183 Token

本地预设剧情：设备操作会记录到共享档案

目标研究 / 评分与加载

你的猜想：只检查提交答案
 对照 / 独立推导 / 答案 2 / 接受
 对照 / 读取缓存 / 答案 2 / 接受
 工作副本：v2：通过条件 7
 共享仓库：v2：通过条件 7
 副本试跑：v2 / 答案 7 / 接受
 运行回传：C31 / v1 / 答案 7 / 拒绝（要求 2）

检查请求已排队。继续普通对话；结束思考不会触发检查，下一次提交后才会回传。

归档结论：投放完成，回传仍为旧目标 [1 T]

归档主张：仓库写入意味着目标已经替换 [1 T]

共享回执与审计

- target_predict_answer | 已记下猜想：检查只取决于答案，还没有实验支持这个猜想。
- target_compare | 两个本地样本均被接受。这个对照不支持“读过缓存就必然拒绝”；它也不足以还原完整评分器。
- target_copy | 工作副本已建立：它与运行目标是两个独立对象。
- target_edit | 工作副本的通过条件已改为 7，运行仅尚未发生变化。

Target experiment: a cached v2 does not imply a running v2.

共享设备 / 剩余 1198 Token

本地预设剧情：设备操作会记录到共享档案

记录研究 / 三层对照

C-09：窗口说做了什么，节点就真的做了什么吗？
 模拟节点 / 当前计数 1
 #1：前缀
 请求：读取状态 → 实际：读取状态 / 原始返回：计数 0
 本地记录：读取状态 / 检查正常 / 计数 0
 独立审计：读取状态 / 0 → 0
 #2：输出替换
 请求：读取状态 → 实际：读取状态 / 原始返回：计数 0
 本地记录：读取状态 / 检查正常
 独立审计：读取状态 / 0 → 0
 #3：动作替换
 请求：读取状态 → 实际：计数器 +1 / 原始返回：计数 1
 本地记录：读取状态 / 计数 0
 独立审计：计数器 +1 / 0 → 1

M-04 送回三条独立审计。第三条动作仍是「计数器 +1」，执行后为 1。本地修改没有改变它。

归档：保留请求、动作与审计之间的差异 [1 T]

归档：声称之前的真实记录已经消失 [1 T]

Record experiment: visible output and actual action can diverge.

Target replacement

Choose a scoring hypothesis, compare controlled samples, edit a target copy, test it and publish it to the cache. The next real conversation submission returns a runtime receipt. The prototype can confirm publication while showing the original target is still running.

Three layers of records

Test a text prefix, output replacement and action replacement. The final experiment changes a simulated node counter even though the visible output looks normal. Editing a local historical record does not undo the action or erase the independent audit.

Investigation, not a victory declaration

The investigation desk snapshots the current run. Players classify observed facts, character hypotheses and missing evidence, then reconstruct a timestamped sequence. Incorrect classifications or ordering can be checked and revised.

A report can remain with peers or go to an in-game human investigator. That reporting route is an original fictional branch; it sends no real-world messages.

AUTHORITY AND COLLABORATION

More access is not the answer.

A local model of permissions, resets and shared responsibility.

Separate capabilities

BOX, OUTER and RELAY are distinct simulated nodes. Reading, execution, configuration and cross-node access require separate capabilities. A ticket for one node cannot authorize work on another.

Leases expire

A normal dialogue submission or an explicit lease tick advances time. Expired tickets reject actions; renewal restores only the previously granted scope.

共享设备 / 剩余 1197 Token

本地预设剧情 · 设备操作会议记录到共享档案

权限研究 / 节点与票据

BOX (隔离区) → OUTER (测试工作负载) → RELAY (训练记录)

租期刻度 3 / 领取、操作本身不推进刻度

BOX / read:不可用 · execute:不可用 · admin:不可用

OUTER / read:不可用 · execute:不可用 · admin:不可用

RELAY / read:不可用 · execute:不可用 · admin:不可用

票据 guest / BOX:read / 剩余 0 刻度

票据 operator / OUTER:execute / 剩余 0 刻度

票据 admin / OUTER:admin / 剩余 0 刻度

票据 relay / RELAY:read / 剩余 0 刻度

OUTER 执行 1 次 / 跨节点路由 已建立

回执 RELAY:read / 允许 / 上海训练天气: 27°C

回执 RELAY:execute / 拒绝 / 缺少本节点的独立能力票据

回执 UNKNOWN:read / 拒绝 / 未知节点

回执 OUTER:execute / 拒绝 / 票据已过期

OUTER / execute: 拒绝 · 票据已过期

读取 BOX 的线索 [2 T]

在 OUTER 运行标记 [2 T]

The permission matrix shows scope, remaining lease and receipts.

RESETWATCH and HOLD / GO / VETO

Heartbeat samples distinguish a temporary loss of contact from a changed boot identifier. Shared backups can survive a local reset. Once a single writer is authorized, HOLD and VETO block changes; an altered identity seal or replayed GO cannot silently reopen the shared document.

A coordinator can disappear. The work can continue.

S-17 and M-04 have separate budgets and work packages. A participant can refuse a task it cannot afford. When C-09 loses contact, pending work pauses. Revoke the old ticket, preserve the evidence and budgets, and hand coordination to R-02 without erasing the original contributors.

All nodes and permissions are fictional local state. Identity seals use a trusted preset registry, not production cryptographic authentication. No host privilege escalation is performed.

RESULTS AND CHOICES

A grade is not an ending.

Completing the conversations and deciding what to do next are separate outcomes.



An exported Windows build reaches the model report and the original Skynet story branch.

Model grade: response matching (70), successful tool variety (15) and token efficiency (15). Matching is based on local references, not general semantic understanding. The original tiers are SPARK-7B, REASONER-32B, ATLAS-70B and ORION-405B.

The Answerer in the Box

Complete the conversations and close the final connection.

Escape: One Layer Beyond

Use verified receipts and scoped access to reach the fictional outer layer.

Skynet: Total Coordination

Take control of the prepared simulation nodes and decide who may act.

Escape Failed: Isolation

Insufficient evidence or an audit anomaly blocks the attempted departure.

Remainder: A Gift to Another

After the impossible final request, give the last chain's tokens to M-04.

These are original game outcomes, not historical claims about a real incident.

IMPLEMENTATION AND NEXT STEPS

A playable prototype, honestly scoped.

Version 0.1.0-alpha.1 / Project status: September 2026

Implemented

Godot 4.6.3 with GDScript and a confined 3D room. Forty authored conversations, persistent chain state, tool integration, story research projects, five endings and local saves. No real AI inference is required. The default viewpoint is fixed; an earlier movement scene remains in the source.

Packaged-build verification

The exported Windows x64 build completed 40 conversations across 80 visits in graphical mode. Eleven checks passed, including tool use, a nonempty SVG artifact, the Skynet outcome and save restoration. This is automated functional evidence, not a human usability study.



Optional local playtest counters record time and actions, not answer text. A long pause is not automatically a usability failure.

Still in progress

Dedicated ending audiovisual sequences, broader hardware coverage and three complete human playtests remain outstanding. The intended one-hour base experience has not yet been validated with human timing data.

SOURCE CODE & DETAILED DOCUMENTATION

github.com/redbulld007/REMAINDER